At the time of the Action:

Pending Claims: 1-8, 10-13, 18-21, 29-30, 55-61, and 70-83

Canceled Claims: 9, 14-17, 22-28, 31-54, 62-69 and 84-86

After this Response:

Pending Claims: 1-8, 10-13, 18-21, 29-30, 55-61, and 70-83

Amended Claims: 1, 13, 29, 55, and 70

Canceled Claims: 9, 14-17, 22-28, 31-54, 62-69 and 84-86

1. (Currently Amended) A game console, comprising:

a memory;

a processor coupled to the memory; and

a console application stored in the memory and executable on the processor, the console application to facilitate access to multiple media types associated with a plurality of different media sources by presenting graphics on a user interface, the graphics comprising:

a plurality of different graphical elements that are presented on a first display, each graphical element associated with one of the multiple media types; and

a menu layout accessible via each of the graphical elements, the menu layout presented on a second display that replaces the first display, the menu layout including:

a list portion showing a list of available titles of one of the multiple media types _that are accessible from the game console_;

an image portion outside of the list portion, the image portion depicting an image from a title currently selected from the list of available titles of the one media type;

a panel portion outside of the list portion, the panel portion displaying descriptive information regarding the title currently selected from the list of available titles of the one media type, _and displaying a generic statement when no available titles are accessible from the game console; and_

a count portion outside of the list portion, the count portion displaying a number of the available titles when one or more available title are accessible via the game console, and displaying a zero when no titles are accessible from the game console;

wherein the multiple media types includes a game media type, a music media type, and a movie media type.

2. (Original) A game console as recited in claim 1, wherein the memory comprises a hard disk drive.

3. (Original) A game console as recited in claim 1, wherein the media types are selected from a group of media types comprising game data, audio data, and video data.

4. (Original) A game console as recited in claim 1, wherein at least one media type is stored remotely from the game console.

5. (Previously Presented) A game console as recited in claim 1, wherein the media types include system settings.

6. (Previously Presented) A game console as recited in claim 1, wherein the list of available titles includes a list of available games, the image portion depicting an image from a title includes an image portion that depicts an image from a currently selected game, and a panel portion displaying descriptive information includes a panel portion that displays information regarding the currently selected game.

7. (Previously Presented) A game console as recited in claim 1, wherein the list of available titles includes a list of a available music files, the image portion depicting an image from a title includes an portion that depicts an image from a currently selected music file, and a panel portion displaying descriptive information includes a panel portion that displays information regarding the currently selected music.

8. (Previously Presented) A game console as recited in claim 1, wherein the list of available titles includes a list of available movies, the image portion depicting image from a title includes an image portion that depicts a currently selected movie file, and a panel portion displaying descriptive information includes a panel portion that displays information regarding the currently selected movie.

9. (Canceled).

10. (Previously Presented) A game console as recited in claim 1, further comprising:

      a portable media drive configured to communicate with a portable memory device that stores a particular media type; and

wherein further, the user interface is configured to facilitate access to media types other than the particular media type stored in the portable media drive.

11. (Previously Presented) A game console as recited in claim 1, further comprising:

a portable media drive configured to communicate with a portable memory device; and

one or more portable memory units contained in a game controller; and

wherein the game console is configured to present a user interface identifying the memory, the portable memory device, and the memory units that are available for storage of user data.

12. (Original) A game console as recited in claim 1, wherein the user interface comprises a parental control settings menu that allows a user to set various content filter levels for the different media types.

13. (Currently Amended) A game console, comprising:

an integrated hard disk memory that stores instructions required for running games on the game console;

a processor coupled to the hard disk memory; and

a console application stored in the hard disk memory and executed on the processor, wherein the console application presents a user interface to facilitate access to multiple different media types associated with a plurality of different sources and to facilitate access to game console settings, and to identify contents of the hard disk drive, wherein the user interface includes:

a main menu presented on a first display that identifies different media types; and

a collection menu that is accessible via the main menu, the collection menu presented on a second display that replaces the first display, the collection menu comprising:

a list portion showing one or more titles from one of a game media type, a music media, and a movie media type;

an image portion outside of the list portion, the image portion depicting an image from a title currently selected from the list of available titles; and

a panel portion outside of the list portion, the panel portion displaying descriptive information regarding the title currently selected from the list of available titles,

the one or more titles listed in the list portion being automatically populated therein based on a media type selected at the main.

14.-17. (Canceled).

18. (Original) A game console as recited in claim 13, wherein the user interface further comprises a memory collection menu selectable from the main menu to identify the hard disk memory and any other memory devices available for storage of user data.

19. (Previously Presented) A game console as recited in claim 13, wherein the user interface further comprises a games option menu selectable from the collection menu to offer options pertaining to a selected game title.

20. (Previously Presented) A game console as recited in claim 13, wherein the user interface further comprises a music player menu selectable from the collection menu to facilitate playback of a selected music title.

21. (Previously Presented) A game console as recited in claim 13, wherein the user interface further comprises a movie player selectable from the collection menu to facilitate playback of a selected movie title.

22.-28. (Canceled).

29. (Currently Amended) A gaming system, comprising:

> a portable memory drive configured to communicate with a portable memory device that stores a first media type, the first media type being one of game media, music media, or movie media;

> a game controller;

> a memory unit coupled to the game controller and configured to store a second media type, the second media type being one of game media, music media, or movie media;

> a processor coupled to the portable memory drive and the memory unit; and

> a user interface to facilitate user selection of the first and second media types, the user interface comprises a graphical user interface including:

>> a main menu that identifies the game media type, the music media type, and the movie media type;

>> a collection menu layout that is accessible by selecting a media type from one of the game media type, the music media type, and the movie media type identified by the main menu, the collection menu comprising:

a list portion showing one or more available titles of the selected media type that are accessible from the gaming system;

an image portion outside of the list portion, the image portion depicting an image from a title currently selected from the list of available titles; and

a panel portion outside of the list portion, the panel portion displaying descriptive information regarding the title currently selected from the list of available titles, and displaying a generic statement when no available titles are accessible from the gaming system;

the one or more titles listed in the list portion being automatically populated therein based on a media type selected at the main.

30. (Previously Presented) A gaming system as recited in claim 29, wherein the user interface further comprises a graphical user interface comprising:

a games option menu selectable from the collection menu to offer options pertaining to a selected game title;

a music player menu selectable from the collection menu to facilitate playback of a selected music title; and

a movie player selectable from the collection menu to facilitate playback of a selected movie title.

31.-54. (Canceled).

55. (Currently Amended) A method comprising:

    presenting a main menu for a game console on a display that identifies different media types that may be played by the game console, the media types including a game media type, a music media type, and a movie media type;

    upon selection of one of the media types, navigating to a title collection menu that is presented on the display, the title collection menu replacing the main menu, the title collection menu includes:

        a list portion showing a plurality of titles for the selected media type, the plurality of titles are associated with one of multiple different game sources, multiple different games sources, and multiple different movie sources;

        an image portion outside of the list portion, the image portion depicting an image from a title currently selected from the list of available titles; and

        a panel portion outside of the list portion, the panel portion displaying descriptive information regarding the title currently selected from the list of available titles,

        the available titles listed in the list portion being automatically populated therein based on the selection of the one media type.

56. (Previously Presented) A method as recited in claim 55, further comprising, upon selection of a game title from the title collection menu, navigating to a menu to play the selected game title.

57. (Previously Presented) A method as recited in claim 55, further comprising, upon selection of a music title from the title collection menu, navigating to a menu to play the selected music title.

58. (Previously Presented) A method as recited in claim 55, further comprising, upon selection of a movie title from the title collection menu, navigating to a menu to play the selected movie title.

59. (Previously Presented) A method as recited in claim 55, wherein the game console has one or more memory devices, further comprising presenting a memory menu that identifies the one or more memory devices that are available for storage of user data.

60. (Original) A method as recited in claim 59, further comprising, upon selection of a memory device from the memory collection menu, navigating to a memory contents menu that identifies contents of the selected memory device.

61. (Original) One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 55.

62-69. (Canceled).

70. (Currently Amended) A user interface for a game console, comprising:

    a main menu configured to identify different media types that may be played by the game console, the media types including a game media type, a music media type, and a movie media type;

    a title collection menu accessible from the main menu via a selection of one of the media types, the title menu comprising:

a list portion showing a plurality of available titles that are accessible for play on the game console from the selected media type, the plurality of available titles are associated with one of different game sources, different games sources, and different movie sources;

an image portion outside of the list portion, the image portion depicting an image from a title currently selected from the list of available titles; and

a scrollable panel portion outside of the list portion, the panel portion displaying looped descriptive information regarding the title currently selected from the list of available titles; and

a count portion outside of the list portion, the count portion displaying a number of the available titles when one or more available title are accessible via the game console, and displaying a zero when no titles are accessible from the game console,

the available titles listed in the list portion being automatically populated therein based on the selection of the one media.

71. (Previously Presented) A user interface as recited in claim 70, further comprising a games option menu accessible from the title collection menu to offer options pertaining to a particular game title.

72. (Original) A user interface as recited in claim 71, further comprising one or more extensible menus accessible from the games option menu to provide information regarding the particular game title.

73. (Previously Presented) A user interface as recited in claim 70, further comprising a music player menu accessible from the title collection menu to facilitate playback of a particular music title.

74. (Original) A user interface as recited in claim 73, further comprising one or more soundtrack creation menus accessible from the music player menu to create a soundtrack from one or more tracks of music.

75. (Previously Presented) A user interface as recited in claim 70, further comprising a movie player menu accessible from the title collection menu to facilitate playback of a particular movie title.

76. (Original) A user interface as recited in claim 70, further comprising a memory collection menu accessible from the main menu to identify one or more memory devices of the game console.

77. (Original) A user interface as recited in claim 76, further comprising a memory contents menu accessible from the memory collection menu to identify contents of the selected memory device.

78. (Original) A user interface as recited in claim 70, further comprising a settings collection menu accessible from the main menu to offer system level options for operating the game console.

79. (Original) A user interface as recited in claim 78, further comprising a clock settings menu accessible from the settings collection menu to facilitate adjustment of a system clock in the game console.

80. (Original) A user interface as recited in claim 78, further comprising a language settings menu accessible from the settings collection menu to facilitate adjustment of a language used in the game console.

81. (Original) A user interface as recited in claim 78, further comprising an audio settings menu accessible from the settings collection menu to facilitate user selection of an audio mode.

82. (Original) A user interface as recited in claim 78, further comprising a video settings menu accessible from the settings collection menu to facilitate user selection of a video mode.

83. (Original) A user interface as recited in claim 78, further comprising a parental control settings menu accessible from the settings collection menu to allow a user to set various content filter levels for the different media types.

84.-86. (Canceled).